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THE GAME

This computer game is a simulation of the popular BBC TV programme hosted by Paul Daniels, in which couples answer questions in an attempt to gain as high a score as possible. The game can be played by up to three couples or up to three single players. Single players however play with a fictional partner to make up the required couple.

SELECTION OF PLAYERS

First you will be asked to enter the number of teams. You will then be allowed to choose one male and one female character per team. These will be your characters throughout the game.

To select a character move the "gantlet" to the character you wish to select using the left and right keys then press select. You will then be prompted to enter a name for the character. Once selected a character cannot be deselected.

THE KEYS:	LEFT	RIGHT	SELECT	DELETE
Amstrad CPC:	f7	f9	f8	DEL
C64	C=	Z	Left Shift	DEL
Spectrum	8	0	9	(SHIFT Ø) DEL

Normal ASCII input for the character name.

All rounds start with the team who have the lowest score.

ROUND 1

(True/False Questions)

On the bottom of the screen a description of the question will appear. On the top of the screen two boxes will appear with the two possible answers inside, E.G. TRUE/FALSE.

Between these boxes is the head of the current player.

The middle section of the screen represents the TV studio with the couples sitting at their desks with their current scores displayed on the front.

Up to nine questions phrases will be displayed below the description one at a time. The current player then has to select the correct answer by using one of 10 answer keys. If the answer was correct then the team score will be increased by two points. If the answer was incorrect then the score will stay the same and the current team triangle will be turned off to indicate that this team is now out of the round. This process is repeated, moving on to the next active team until either all nine questions have been asked or until there are no more active teams.

THE KEYS:

Amstrad CPC

C64

Spectrum

Select Left Answer

f7

C=

8

Select Right Answer

f9

Z

0

ROUND 2

(True/False Questions)

This round is identical to the first round except that the other members of the teams now get to answer the questions. This is displayed on screen by the seating positions of the members in a team. The players in the last round are now sitting behind their partners.

BONUS ROUND

(General Knowledge Questions)

Both members of a team may answer in this round.

This round allows the couples to gain extra points by answering general knowledge questions in as few tries as possible. Ten extra points can be gained by answering the question correctly first time. 1 point is deducted from the bonus for every incorrect answer entered. This sequence is repeated until either the question is answered correctly or the bonus reaches zero.

The current team is presented with a menu of up to three categories at the top of the screen alongside the heads of the team members. Once a category is selected it is removed from the menu. This means the last team is forced to take the only remaining category.

A questions associated with the chosen category is then displayed at the bottom of the screen. Below the question the prompt "ANSWER:" will appear followed by a cursor. The player should proceed to type in their answer followed by ENTER/RETURN. If the answer was incorrect then the player should continue typing in answers until he/she had had ten tries or entered the correct answer.

THE KEYS:

Amstrad CPC

C64

Spectrum

Menu Up

f7

C=

8

Menu Down

f9

Z

0

Select Category

f8

Left Shift

9

Normal ASCII input for Answers.

For DELETE keys see SELECTION OF PLAYERS.

ROUND 3

(True/False Questions)

This round is identical to round 1 except that points given for a correct answer increases to four.

ROUND 4

(True/False Questions)

This round is identical to round 2 except that points given for a correct answer increases to four.

BONUS ROUND

(General Knowledge Questions)

This round is identical to the previous BONUS ROUND.

FINAL ROUND

(Choice Of Three Answers)

The team with the highest joint score go on to the final round. They are then presented with two categories to choose from on the bottom of the screen. Once the category has been selected, three answers are displayed at the top of the screen and a description of the question will be displayed on the bottom of the screen.

The middle screen section will change to show the two team members side by side rather than one behind the other. The desk will also change to show a number of triangular lights. The number of lights indicates the number of correct answers needed to get to the next section of this round.

The points gained in the previous rounds are now used as the number of seconds available to answer as many questions correctly as possible. The remaining time will be displayed in the centre of the desk.

The players will be asked to press a key to start the clock. A question or phrase will then appear below the description. The indicated player must then answer the question using the appropriate key. The next answer is then displayed and the sequence is repeated until all lights are out or time has run out. If all lights have been put out then the number of lights is increased by one and the whole section is repeated until time runs out or seven lights have been put out.

SCORING: Scores are calculated as follows:

$$10 \times (\text{lights put out}) + 10 \times (\text{seconds left on the clock})$$

At the end of this round the final score will be displayed with an EVERY SECOND COUNTS CLOCK TROPHY screen and the names of the winners.

THE KEYS; (Select Category)

	Marker Left	Marker Right	Select Category
Amstrad CPC	f7	f9	f8
C64	C=	Z	Left Shift
Spectrum	8	0	9

Answer Questions;

	Left Answer	Middle Answer	Right Answer
Left Player			
Amstrad CPC	1	2	3
C64	C=	Left Shift	Z
Spectrum	1	2	3

	Left Answer	Middle Answer	Right Answer
Right Player			
Amstrad CPC	f7	f8	f9
C64	/	Right Shift	Curs Up
Spectrum	8	9	0